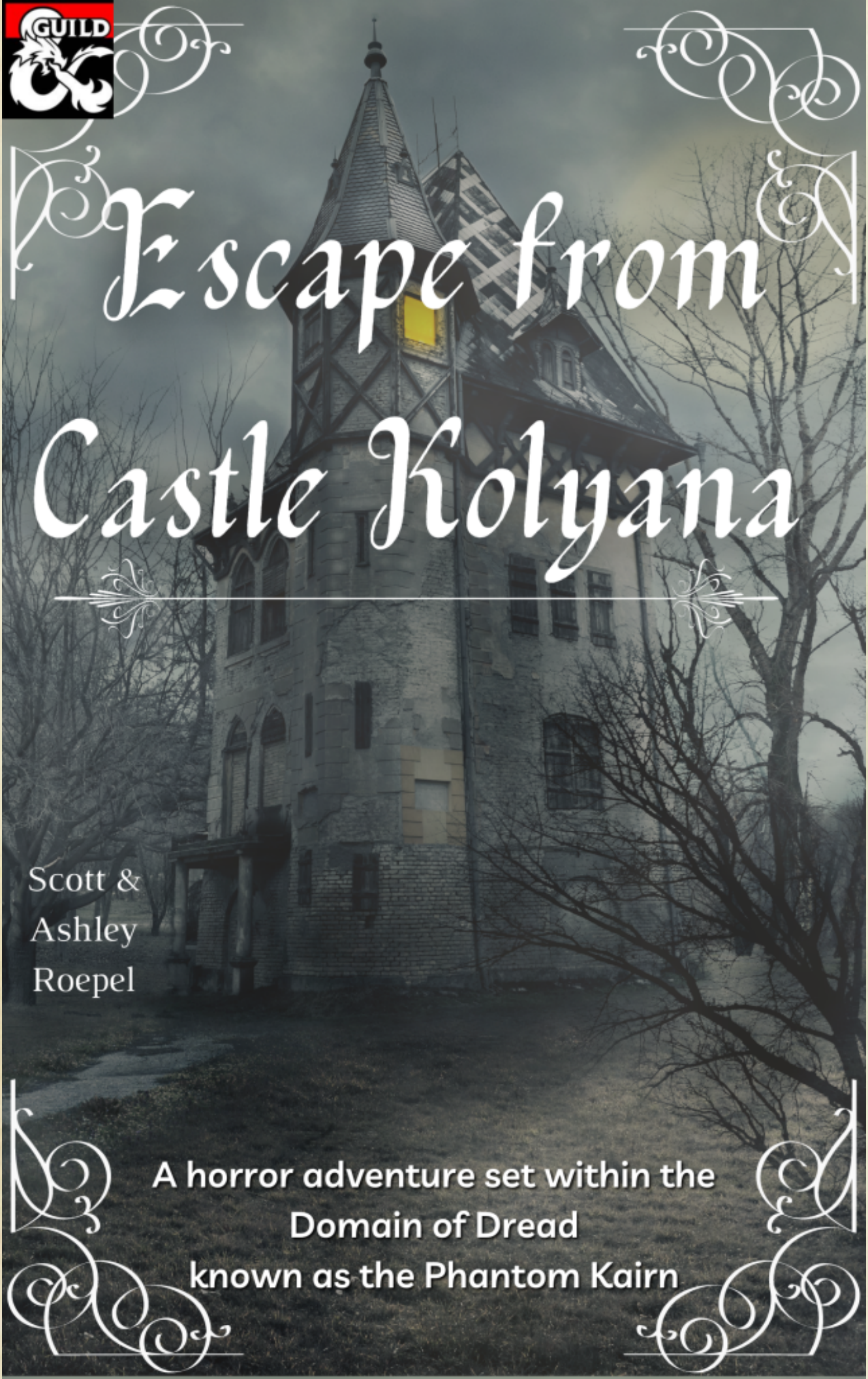
GUILD
Escape from
Castle Kolyana
Scott &
Ashley
Roepel
A horror adventure set within the
Domain of Dread
known as the Phantom Kairn

Escape from Castle Kolyana

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Castle Kolyana

The shadow over Barovia grows larger as the anger and rage of its malevolent ruler Strahd von Zarovich dominates the land. There's a fierceness to it tonight. Lashing out like a caged beast it seeks vengeance. His selfish lustful chase for the women he deems his has ended but all is not well within his domain.

Ireena Kolyana has been turned by the vampire lord. Now a vampire herself, Strahd thought she would be his to control. The perfect porcelain bride to have and hold til the end of time. Yet, he was deceived.

The Dark Powers twisted their matrimony and left Ireena changed. Forever they seek to torture Strahd and even in his victory they succeeded. The mist surrounding Barovia presented a new path for Ireena. Leading her out of Castle Ravenloft and blocking her from Strahd, it guided her to a new land. Her domain. There she built a castle and started a family. The Dark Powers gave her three children, all carrying a soul of her past lives. Naming them after memories; Serg, Serrana, and Kailin all live within her castle, happy and content. Knowing that the mist protects them from the Count of Ravenloft.

Yet, Ireena demands what was taken from her. Her true love Sergei von Zarovich. Her transformation awoke Tatyana's soul and the two became one, awakening the spirit of Tatyana within. Together, they seek to bring Sergei back from death.

Ireena's Goals

Ireena has the following goal in this adventure.

Turn Sergei von Zarovich

Sergei's Grave. The tomb of Sergei von Zarovich lies within the grounds of Kolyana Castle. Ireena requires blood sacrifices to bring him back. To do so, she uses her children to hunt down adventurers and bring them to her castle.

Adventure Hooks.

Ismark's Invitation

Ireena only allows her brother Ismark to enter her domain. Ireena sends Ismark to invite adventurers to her castle.

Strahd's Defeat

If Strahd has been defeated before. They learn he returned and turned Ireena to spite them. On arriving they instead enter her domain.

> **Curse of Strahd Adventure Hooks**
> You can use the adventure hooks used in Curse of Strahd as well.

Escape from Castle Kolyana

A bellowing storm builds in the sky as mist swirls around a lone figure standing in the courtyard of the ancient castle. Lady Ireena Kolyana stands tall and proud against the stone walls and towers. A cold wind blows her royal gown and wide-brimmed hat as snow falls softly on her porcelain skin.

The howl of the approaching winter gale rattles rusted metal gates. Hinges whine and moan like undead buried beneath the ground.

A scream echoes throughout the valley beneath the castle. Lady Kolyana turns towards the sky, revealing her beautiful face and a soft yet determined grin underneath deep red lipstick. Her amber eyes are full of sorrow and lust.

She glances back down to the castle bridge where two figures carry a third bound at the hands and ankles. They have just crossed into her domain. The host of Castle Kolyana eagerly awaits her guest.

The violent wind kicks up snow and mist in the courtyard. As it dies down, the lady of the house is gone. Only soft whispers of wind - or is it crying? - fill the silence. The countess has gone to prepare tonight's meal. And you're on the menu.

Story Overview

The castle sits atop a great mountain, like a watchful guardian over the lands below. It is home to bats, wolves, and hordes of undead. It is said that the children of the house often fly through the night as bats or scuttle across the grounds as vermin, too.

The countess watches guests closely. When they feel the time is right, Lady Kolyana greets her "guests" with open arms. Her goal is to sacrifice them like she has so many others. Some, she will turn into undead thralls. While others may stay in the grounds forever.

The Character's Goal

The characters find themselves within a Domain of Dread called the Phantom Kairn where Castle Kolyana stands. They will find out who rules the domain soon enough. In order to succeed and not be captives or sacrifices of Castle Kolyana, they must open the path to the tomb in area 15 and obtain the sword of Sergei. Only then will they be able to defeat Ireena and escape her domain.

In order to open the door to the tomb, the party must gather the keys from each of the children of the house. Each child wears a necklace with a key.

Castle Kolyana.

Below you'll find a list of the rooms of Castle Kolyana.

1. **Entry.** Two cabinets sit on the left and right wall. A platinum candle holder holds a single candle on top of each. The left cabinet contains 25 gp. And a filthy raincoat.

2. **Foyer.** A large painting stands in the center of this room. It depicts a woman with auburn hair in a wedding gown standing next to a man in ceremonial battle attire. On his armor and shield is etched a fiery sun. Characters can determine, with a successful DC 10 Intelligence (Religion) check, that the etching is dedicated to the Morninglord. The color of the painting has faded but only on the man. The woman remains as vivid as the day it was painted.

3. **Lift.** There is a broken lift in the corner of this room. It leads to the rooftop. A lever once activated a pulley system that raised and lowered the wooden platform but it no longer works. Frayed ropes and broken cogs litter the floor. There are vases with herbs lining the many shelves and boxes in the room. They can be used to craft healing potions and are set out to mask the smell of the undead in the rafters. Though not well enough. Characters are still able to smell decay and rot permeating the room.

   Eight zombies are laying on the rafters in the ceiling. One will fall on the first character who investigates the lift. The rest attack immediately after. One zombie carries a key around its neck that unlocks the doors in area 18.

4. **Parlor.** The parlor contains six pillars that are two feet wide and stand from floor to ceiling. They make it difficult to see from one end of the room to the other. Three five foot high pedastals stand in the center of the room, an empty glass container is set on the top of each where a small slit like a keyhole is built.

   A large metal door contains an enscription written in draconic that reads "Love lies beyond. And family opens the way." The door is immune to all types of damage, is magically sealed shut, and magic cannot pass through or reach beyond the door.

   The pedastals say Serena, Serg, and Kailin.

5. **Drinks room.** The room is full of furniture covered by white cloth. It smells of dried alcohol and there are red stains on the floor and tabletop. There are empty racks of wine and beer on the walls. One of the tarps has the statistics of a rug of smothering and attacks the first character to touch it.

   Stuffed in one of the wine racks is a spell scroll pouch that contains comprehend languages and daylight.

6. **Grand Ballroom.** A large staircase leads to a second floor. A few chairs and a table sit in front of a fireplace. A single locked door leads to the hallway on the right. And a set of unlocked double doors leads outside to the courtyard. As the characters enter, the fireplace lights with flame.

   The sound of buzzing insects and squeeks followed by a female voice echoes through the room. "It's been a while since we've had guests. Mother doesn't like the attention but we crave it." Hundreds of insects and rats swarm arond the room before all meeting at the top of the grand staircase. Three figures appear on the second floor overlooking the room. One man and two women. The three children are all vampire spawn and have pale skin and wear dark robes with hoods. Insects or vermin often signal their approach.

   "You are not welcome in this home."

   Another speaks, "now sister, they are guests in mothers house. We should give them a warm welcome."

   “More sacrifices for the ritual. It seems Ismark has done his job again. I suppose you should know where you are before dinner. Welcome to Castle Kolyana. We are children of Ireena Kolyana and she is dying to meet you.”

   The third bounces up and down happily, "Let's play a game with them! Please? Please?"

   "How charming. A game. Indeed. Alright mice." The first woman speaks to you. "You have free roam of the grounds. But if we or mother catch you, well, you best not hope for that. We haven't snacked on warm flesh in some time."

   They all laugh and transform into a flurry of insects and rats before rushing towards the party vanishing.

   "Run now little mice. Happy hunting."

   After this event, roll on the random roll table below.

7. **Study.** This room is a simple study and contains a broken fireplace, several books, and wine racks. A DC 14 (Investigation) check reveals a hidden crawlspace in the fireplace that leads beneath the grand staircase in area 6.

Resting in Areas 5 and 18

There are runes etched into the floors of these two rooms. They are smaller versions of the hallow spell and prevent any encounter from happening inside the rooms. Nor can Ireena and her children pass through the doors.

8. **Bedroom.** Broken glass, pottery, and bloody sheets litter the floor of this small bedroom. The bed is in tatters and claw marks line the walls and ceiling. The body of a man lies on the bed. His name was Edwin Vosgoph. Lady Kolyana locked him in this room and had her children torture him before killing him.

   A DC 12 (Investigation) check reveals a small journal is tucked inside his coat pocket. It contains the following notes and a scroll of blindness.

   Entry 1: "The children toy with me. Their nails are like daggers and their teeth are jagged stone. Four days I've been locked up in here and each night they torture me. Why won't they let me die?"

   Entry 2: "Two of the children, Kailin and Serena spoke about sacrifices. But to what I do not know. They mentioned bringing me to His tomb but that it wasn't time yet. I fear I will not make it out of this place. I am keeping notes about my experience so others may learn if I do not make it out."

   Entry 3: "I do not see their mother but they speak of her. She wanders the courtyard and keeps to the separate southern section of the castle. I have used what little spell knowledge I have to craft a scroll to aid in my escape."

   Entry 4: "I'm going to try to escape. The children each carry a key around their neck. All three open the doorway leading outside. My escape. I pray no one else enters this abyssal nightmare. May the Morning Lord protect me."

9. **Grand Dining Room.** A large wooden table takes up the majority of this room. Shelves and desks line the walls and two doorways lead to the north and east. Decorative weapons and armor hang from the walls. 10 platium platters are set out on the table. Beneath the platters are a swarm of rats that attack the nearest character. After being revealed the swarms skitter off into holes or underneath doorways.

   The northern door is unlocked.

   The eastern door is locked. The symbol of a raven is intricately carved into the door. Characters can determine, with a successful DC 10 Intelligence (Religion) check, that the etching is dedicated to the Raven Queen.

10. **Kitchen.** The kitchen is a complete mess. Pots, pans, and food cover the floor as does splotches of blood. A DC 14 (Survival) check reveals the blood is a mix of animal and humonoid. It leads down the western hallway and down a set of stairs.

11. **The Courtyard.** The doorway leading to the courtyard is cold to the touch. It is locked and can be opened with a set of thieves' tools and a DC 21 Dexterity check. It is immune to all types of damage except radiant. Casting any spell that deals radiant damage opnes the door permanently.

    When the door opens dozens of ravens fly into the sky. In the center of the Courtyard stands a statue of a man. Ravens fly around his head and stand guard on his shoulders. It's the same man seen in the picture at the entrance of the castle. He wears ceremonial armor and carries a decorative shield with the symbol of the Morninglord. His right hand rests on his sheathed sword and his left is stretched out towards the way you came.

    Characters familiar with Barovian lore may recognize him to be Sergei von Zarovich. However, they may also confuse him to be a younger Strahd von Zarovich. His left hand is pointing towards his burial chamber beyond the doorway in area 4.

12. **Den.** The den contains a reading nook and a staircase leading to area 23. A single zombie falls from area 23 when the door is opened.

13. **Piano Room.** This large room contains a piano, chairs, couches, a fireplace, and a staircase leading to area 23. Characters can hear the piano playing even before entering this room. As soon as they enter the lid of the piano slams shut with a clang of discordant notes.

    Any character with a Passive Perception of 12 or higher sees a flash of a cloak vanish by the piano. This is an illusion of Strahd. It is the one connection he has to this castle. He is physically unable to enter the domain but can send an image of himself to this room. He plays a lament for his lost love Ireena.

14. **Vestibule.** This room contains two dressers and a staircase leading to area 24. The dressers contain simple clothes, robes, a cavalier hat with a black raven feather worth 50 gp, and a pouch containing 175 gp.

    Exterior Areas. Wall of Fog. There is a wall of fog that bars travel between the domains. This particular wall stands at the edge of a cliff. Characters who stand on its edge can see the outline of a grand castle in the distance. If they stare for a full minute, the castle bears a striking resemblance to Ravenloft and they see a man within the mist staring back. The man is Strahd but he is unable to enter the mist and longs to reach Ireena.

15. **Tomb.** What once was a temple to some forgotten god has been converted to a tomb. This room contains an altar, a few pews and an obsidian tomb in the center. Inside the tomb is the body of Sergei Von Zarovich. The double entry doors are barred shut and can only be opened once the keys are placed inside the pedestals in area 4.

Random Rolling Table

Stop rolling on the random roll table once all three children are defeated.

Sergei's Body. The tomb is hallowed ground per the hallow spell. Ireena and her children are unable to open it; a curse placed by the Dark Powers.

It can be opened with a DC 20 strength check or after one minute of trying. The tomb contains the body of Sergei von Zarovich. His hands clutch a ceremonial sword that contains the symbol of the Morning Lord. The sword is magical and can cast the *speak with dead* and *Resurrection* spells as well as Turn Undead.

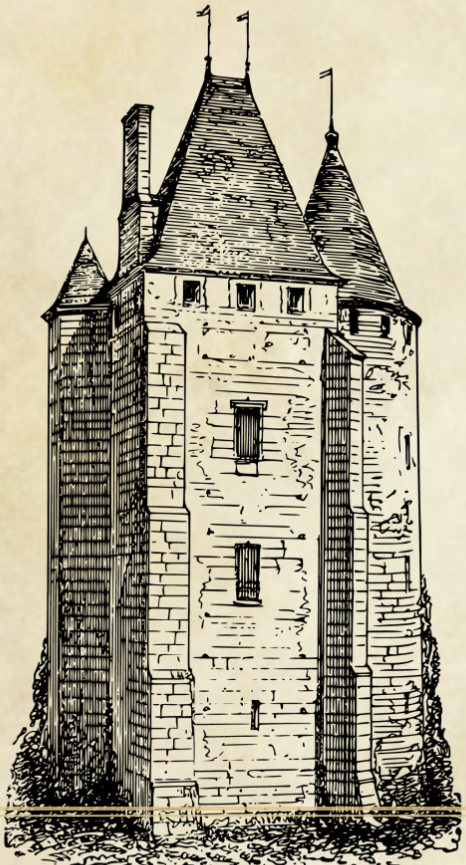
Upon picking up the blade, Sergei's body will stir and his eyes will alight with purple flame before speaking.

"Brother, stay your hand. I will not fight you."

"Tatyana, my love. What have they done to you?"

"Wait. You are not Strahd. Are you here to help? Save her. Please. Save her. She lives her days in torment even after death. Cursed by my brother and the Dark Powers. Take my blade and save her."

Final Confrontation. Ireena will confront the party in the tomb after they cast speak with dead on Sergei. Believing they are robbing her betrothed she will attack them. "You insignificant worms! First you kill me children and now you steal from my love? How dare you! Who do you think you are?"



16. **Upper Storage.** This is a small room full of junk, boxes, crates, and wine bottles, many of which are full of red wine. The labels all read Sangui de Mor which roughly translates to bitten blood.

17. **Simple Bedroom.** This room contains a lavish bed, desk, cabinet, and a trap door that descends into the basement.

18. **Weapons Room.** A door depicting the Raven Queen leads to this room. It can be unlocked with the key found in area 3. Weapons line the walls of this small sqaure room. The statue of a warrior stands in the back; they bear a striking resemblance to the man seen in many photographs around the manor. A hallway leads to a larger weapons room with functional weapons of various sizes and use.

19. **Statue Room.** A grand statue of the lady of the house and three other figures stands tall in the center of this room. A small staircase leads up to her. A plaque at her feet reads, "Lady Ireena Kolyana and her gifted children Serg, Sereena, Kailin." The door leading from the master staircase to area 19 is locked. It can be opened with a DC 17 Dexterity check or broken down.

20. **Trophy Room.** Pictures fill every inch of space on the walls of this room. Each one is hand drawn and contains a different figure. Two larger portraits stand out. They sit on stands on the ground and show Ireena Kolyana posing regally in a white wedding gown. The other is labled Tatyana and includes a woman who bares a striking resemblance to Ireena.

    The west wall is covered in scribbled notes that cover the pictures. Characters can make out frenzied handwriting that reveals each figure in the picture as a former life of Ireena/Tatyana. None of the children are pictured.

    "I have sent my brother Ismark to gather adventurers, treasure seekers, and would be heroes hoping that any one of them could answer questions. They could be me. These people in the photos, all of them carry or carried? my soul. The Dark Powers that bound Strahd to his destiny have been torturing him by taking me away the moment he succeeds in his dark plots. Yet it seems this one life, my true life is to spend eternity in this castle with my gifted children. Blessings from the Dark Powers to keep me company. Company I so rightly deserve after what that devil took from me. I see it all as a blessing. A freedom from the evil of Strahd and a chance to bring my love back to me. So we can live the life that was ripped from us."

    There are faint scratch marks around the legs of the easels that characters with high Passive Perception may notice. Moving any one of the easels with the two paintings opens a secret door on the north wall that leads to area 21.

21. **Attic.** A small storage space leads to the attic of the manor. Cobwebs and swarms of spiders and rats nest here. A spider swarm will attempt to bite anyone who climbs the ladder. The attic is the same size and is littered with junk, debris, and a chest that contains 1,000 platinum, a +2 dagger, and map of the manor. There is a crack in the wall that overlooks the bridge leading to the tomb.

22. **Study.** The study contains several desks, tables, and stacks of books. Characters who spend time searching for information can find a book with notes about the children of the house.

    "It's like I've always known them. As if they're a part of me that I just can't remember. My children, Serg, Sereena, and Kailin. I suppose they are me then. Aspects of my soul gifted to me by the Dark Powers so that I would not be alone in this place."

23. **Entertaining Lounge.** The lounge sits above areas 12 and 13. Red tapestries hang over the windows blocking out light.

24. **Master Bedroom Entry.** A grand staircase leads to a door. There are two chests that sit below two windows. The chests contain simple clothes and a set of Thieves Tools. The door leads to a hallway that branches off to the master bath. The hallway contains dressers with glass windows. The dressers contain silverware worth 50 gp and various spell components.

25. **Pool.** The door to the pool is unlocked. Inside is a large pool of water surrounded by four statues that are facing away from the pool. The statues all hold chalices in the position of pouring them out. A plaque on the wall reads, "May we all lift a glass to one another. A chalice only finds its use once it is filled."

    Turning the statues towards the pool will cause the water to drain out as the floor opens to reveal a stone staircase leading to Basement 2.

26. **Master Bedroom.** The door leading to the grand bedroom is locked and can be opened with a DC 22 Dexterity check. The bedroom contains dressers and drawers with silk dresses and outfits worth 500 gp. A pristine wedding dress is kept in an armoire behind a glass case. The Castle Key can be found within a hidden drawer in the dresser by the bed.

    Castle Key. The Castle Key unlocks all doors and chests within the castle.

27. **Balcony.** The balcony overlooks the exterior of the castle and leads to area 26. The door to the Master Bedroom is unlocked. A ladder leads to Basement 2. Rooftop. The rooftop matches the layout of the main section of the castle but contains no rooms.

28. **Rooftop.** The rooftop matches the layout of the main section of the castle but contains no rooms.

Random Encounters

Only roll on this table after the character's have entered the Grand Ballroom for the first time.

Each time the characters enter a castle area check for a random encounter. Also check for a random encounter every 10 minutes the characters spend resting in the castle.

To determine what the characters encounter, consult the table below.

Random Encounter Table

Dice	Encounter
1	Ismark Kolyanovich (see appendix A)
2	Sereena
3	1 black cat
4	Serg
5	1d4 + 1 flying swords
6	Kailin
7	Unseen servant
8	Sereena
9	2d6 ravens
10	Sereena
11	Trinket
12	Kailin
13	Pack of Dire Wolves
14	Serg
15	1d6 swarms of bats
16	Serg
17	Kailin
18	1d4 + 1 vampire spawn
19	All three Children
20	Ireena Kolyana

Killing a Child of the House

When a child of the house is defeated. Ireena's angry screams echo throughout the house. She replaces their place on the enouncter table.

Random Encounter Details

The encounter table is meant to drive suspense and action as the party searches for the keys to Sergei's tomb.

Ismark Kolyanovich

Ismark collides with a random party member knocking both to the ground. He drops a ring of keys and picks them back up uttering curses and apologies. Each time he meets the party, he will send them to a specific room in the castle.

Ireena is waiting for the party in whatever room he selects. She will attack after thanking her brother.

Ismark's keys unlock the cell doors in either basement area. His sister forces him to lock up anyone caught on the castle grounds. He is unable to leave his sister's domain.

Pack of Dire Wolves

A pack of four dire wolves prowl and stalk through the room. Characters with Passive Perception of 15 or higher hear growling and sniffing coming from the room.

The wolves are a memory from Ireena's past and show up as she thinks about her former lives and memories. They used to attack her home and she blames them for the death of her father.

Sereena

A laugh breaks the silence of this empty room as mist coelesces around the party. Forming within it is one of the children of the house. A pale faced young woman with blood red lipstick staining her face appears with a screech. She attacks immediately.

Any character who has a passive Wisdom (Perception) score lower than 19 is surprised as they appear. They attack a surprised character.

black cat

This familiar is searching for its mistress (one of the children). It wants nothing to do with the characters but attacks if cornered.

If the characters capture or kill the cat, this encounter doesn't occur again. If this result comes up again, treat it as no encounter.

Kailin

A laugh breaks the silence of this empty room as rats crawl from holes in the walls, floors, and ceilings and scuttle up to the party. Forming within the rats is one of the children of the house. A pale faced young woman with blood red lipstick staining her face appears with a smile saying: "You look good enough to eat!" She attacks immediately.

Any character who has a passive Wisdom (Perception) score lower than 19 is surprised as they appear. They attack a surprised character.

Flying Swords

These weapons drift about the castle and attack intruders within range of their blindsight.

Unseen servant

A curious object drifts into view, as though held aloft by an invisible force.

This unseen servant was created by Ireena and is permanent until destroyed (see the unseen servant spell in the Player's Handbook).

Unseen Servant Encounters

d6	Encounters
1	A tarnished silver platter with a lid (worth 25 gp). If a character comes within 5 feet of the servant, it lifts the lid, revealing a bunch of moldy scones. The first character to eat a scone gains inspiration. On later occurrences of this encounter, the platter holds a crawling claw that attacks the nearest character.
2	A silver goblet (worth 50 gp) filled to the brim with wine. A character who drinks the wine must make a DC 15 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one. On future occurrences of this encounter, the wine acts as a potion of healing.
3	A gold candelabrum (worth 150 gp) with three branches, each one holding an unlit candle.
4	A purple silk handkerchief with white ruffled edges (worth 1 gp). On future occurrences of this encounter, the handkerchief is smeared with fresh blood.
5	A crystal dinner bell (worth 25 gp). The unseen servant rings the bell if the characters come within 10 feet of it. The sound attracts the children of the house (see below), which arrive in 1d4 + 1 rounds.
6	A wizard's spellbook with a black velvet dust jacket over its stitched leather cover. The book contains all the spells Ireena has prepared (see appendix D). On subsequent occurrences of this encounter, the tome is a nonmagical leather-bound storybook worth 25 gp.

Serg

The sound of buzzing insects fils the room as they crawl from holes in the walls, floors, and ceilings and fly around the party. Forming within the insects is one of the children of the house. A pale faced young man with blood red lips appears with a smile saying: "You look good enough to eat!" He attacks immediately.

Any character who has a passive Wisdom (Perception) score lower than 19 is surprised as they appear. They attack a surprised character.

2d6 ravens

A flock of ravens flutters through the room in a hurry leaving behind a mess of feathers. Appearing within the feathers is one of the members of the house. Roll a d4 to determine:

1. Sereena
2. Ireena
3. Serg
4. Kailin

Swarms of Bats

Dozens of bats flitter through the room not knowing where to go. They attempt to leave through the nearest exit and will break a window if necessary. Appearing where they left is one of the members of the house. Roll a d4 to determine:

1. Sereena
2. Ireena
3. Serg
4. Kailin

Trinket

One random character finds a lost trinket. Read the following text to the player of that character: You kick something—a trinket buried in the dust. To determine what the character finds, roll on the Trinkets table in the Player's Handbook.

Vampire spawn

If any character has a passive Wisdom (Perception) score of 16 or higher, the party isn't surprised. In that case, read:

Creatures with pale flesh scuttle across the ceiling like spiders, their red eyes glowing in the dark. As they draw near, their cracked and bloodstained lips open wide, revealing sharp fangs. These minions of Ireena's-former adventurers all creep along ceilings and drop down on unsuspecting prey.

Ireena Kolyana

The lady of the castle makes a surprise appearance.

The sound of heavy steps echoes throughout the castle before you hear a voice: "There you are!" Any character who has a passive Wisdom (Perception) score lower than 19 is surprised as Ireena appears seemingly out of nowhere. The vampire prefers to attack a surprised character, choosing the one closest to her.

Encountering Ireena

Ireena is immune to all damage in her castle. She loses all immunity if she enters Sergei's tomb. When encountered have the player's roll initiative and begin the chase encounter.

Chase Encounter: The Hunt

Characters are unable to hurt Ireena in her castle. Instead of combat, initiative will be represented by what is called the Hunt.

The Hunt. Ireena slowly stalks the party like an animal hunting prey. Knowing she is basically a god in her castle, she does not fear them. The party can outrun her as she only uses half her movement per turn.

If they escape, she will watch them and laugh before vanishing in a cloud of smoke.

Ireena attacks characters she can reach but won't kill them. If a character drops to 0 hit points, she will take them to the basement and lock them in a prison cell. A character in a cell awakens with 1 HP.

Appendix A: Monsters & Creatures

Ireena Kolyana

Medium undead

Armor Class 17 (natural armor)
Hit Points 224 (28d8 + 112)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	18 (+4)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Con + 9, Wis + 8 Cha + 10
Condition Immunities Exhaustion, Grappled, Stunned, Poisoned, Restrained, Charmed
Damage Resistences Poison, Necrotic; Bludgeoning, Slashing, and Siercing from Nonmagical weapons
Skills Perception + 7, Insight + 7, Persuasion + 10, Intimidation + 10
Senses Darkvision 120 ft., Passive Perception 18
Languages Common and any other 3
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Shapechanger. Ireena can use her bonus action to polymorph into a Tiny bat or locust, a swarm of bats or locusts, or back into her true form. While shapechanged, Ireena can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

Mist and shadow. As an action, Ireena can trasform into mist or transform back. She can't speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage.

Regeneration. Ireena regains 10 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Misty Escape. When Ireena drops to 0 hit points outside her castle, she transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that she isn't in running water. If she can't transform, she is destroyed. While she has 0 hit points in mist form, she can't revert to vampire form, and she must reach her castle within 2 hours or be destroyed. Once in the castle, she reverts to her vampire form. She is then paralyzed until she regains at least 1 hit point. After 1 hour in her bedroom with 0 hit points, she regains 1 hit point.

Legendary Resistance (3/Day). If Ireena fails a saving throw, she can choose to succeed instead.

Spider Climb. Ireena can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Spellcasting. Ireena's spellcasting ability is Charisma (spell save DC 20, + 11 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *mage hand, prestidigitation, toll the dead*

1st level (4 slots): *cause fear, fog cloud, sleep, catapult*

2nd level (3 slots): *detect thoughts, enthrall, hold person, levitate* (at will)

3rd level (3 slots): *magic circle, counterspell, dispel magic*

4th level (3 slots): *phantasmal killer, locate creature*

5th level (1 slot): *animate objects, scrying*

Actions

Multiattack. Ireena makes three attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 4) slashing damage and 12 (4d6) necrotic damage. If the target is a creature, Ireena can grapple it (escape DC 18) instead of dealing the slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled, incapacitated, or restrained by by Ireena. Hit: 10 (1d6 + 7) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Ireena regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and locked in the celler rises the following night as a vampire spawn under Ireena control.

A Mother's Love (1/Day). Irena calls her children to her side. They arrive in 1d4 rounds, acting as allies of Ireena and obeying her spoken commands. The children remain until Ireena dies or until she dismisses them.

Legendary Actions

Ireena can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ireena regains spent legendary actions at the start of her turn.

Move. Ireena moves up to her speed without provoking opportunity attacks.

Cantrip. Ireena uses *toll the dead.*

Bite (Costs 2 Actions). Ireena makes one bite attack.

Children of the House

Ireena Kolyana has three children, Kailin, Serg, and Sereena. Each child has unnatural speed and strength and obeys the lady of the house explicitly. They are bloodthirsty and are rarely allowed to feed on fresh meat. They are hunters that stalk and toy with their prey rather than outright kill them.

Child of the House

Medium undead

Armor Class 15 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+ 3)	19 (+4)	18 (+4)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Con + 7, Wis + 5 Cha + 8
Damage Resistences Poison, Necrotic; Bludgeoning, Slashing, and Siercing from Nonmagical weapons
Skills. Perception + 5, Insight + 5, Persuasion + 8, Intimidation + 8
Damag Vulnurabilities Radiant in sunlight
Senses Passive Darkvision 60, Passive Perception 14
Languages Common and any 3
Challenge 5 (1,8000 XP)
Proficiency Bonus +3

Shapechanger. A child of the house can use their bonus action to polymorph into a swarm of bats or back into their true form. As a swarm, the child can't speak, their walking speed is 5 feet, and hey have a flying speed of 30 feet. Their statistics, other than size and speed, are unchanged. Anything they are wearing transforms with them, but nothing they are carrying does. They revert to their true form if they die.

Regeneration. The child of the house regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the child of the house takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Spider Climb. The child of the house can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check."

Innate Spellcasting. The child of the house's spellcasting ability is Charisma (spell save DC 15, + 6 to hit with spell attacks). The child of the house can innately cast the following spells, requiring no components:

At will: levitate, mage hand

Once Per Day. *insect plague*, *conjure animals* (rats)

Actions

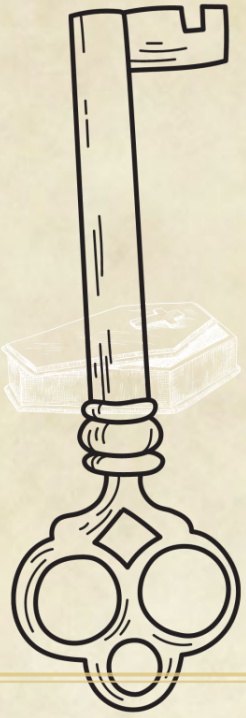
Multiattack. A child of the house makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 3) slashing damage. Instead of dealing slashing damage, a child of the house can grapple the target (escape DC 14)

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled, incapacitated, or restrained by a child of the house. Hit: 6 (1d6 + 3) piercing damage plus 6 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the child regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

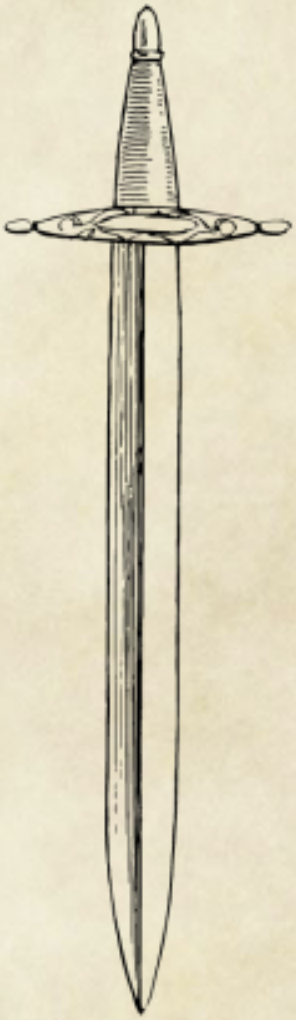
Tomb Keys.

Each child carries a tomb key around their neck. The keys depict the Morning Lord's symbol and fit into the pedastals in area 4.



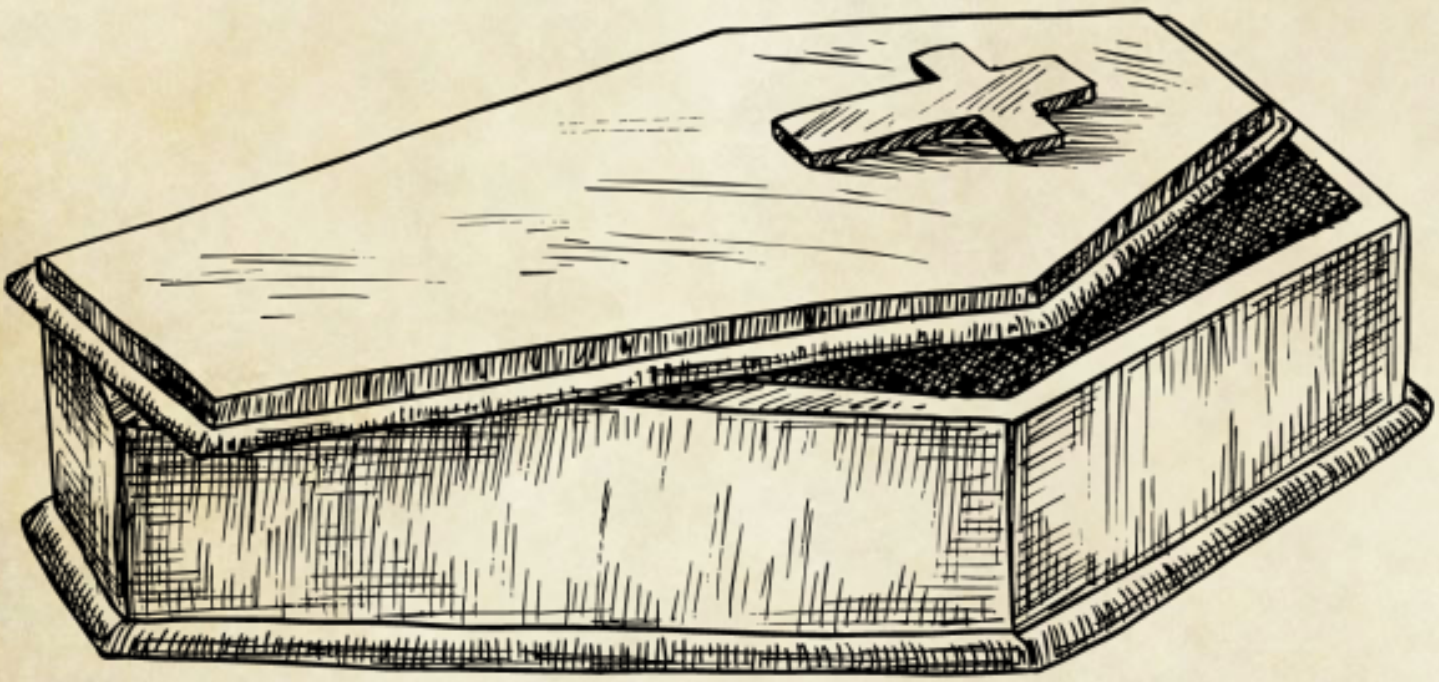
Appendix B: Items

Sergei's Ceremonial Sword



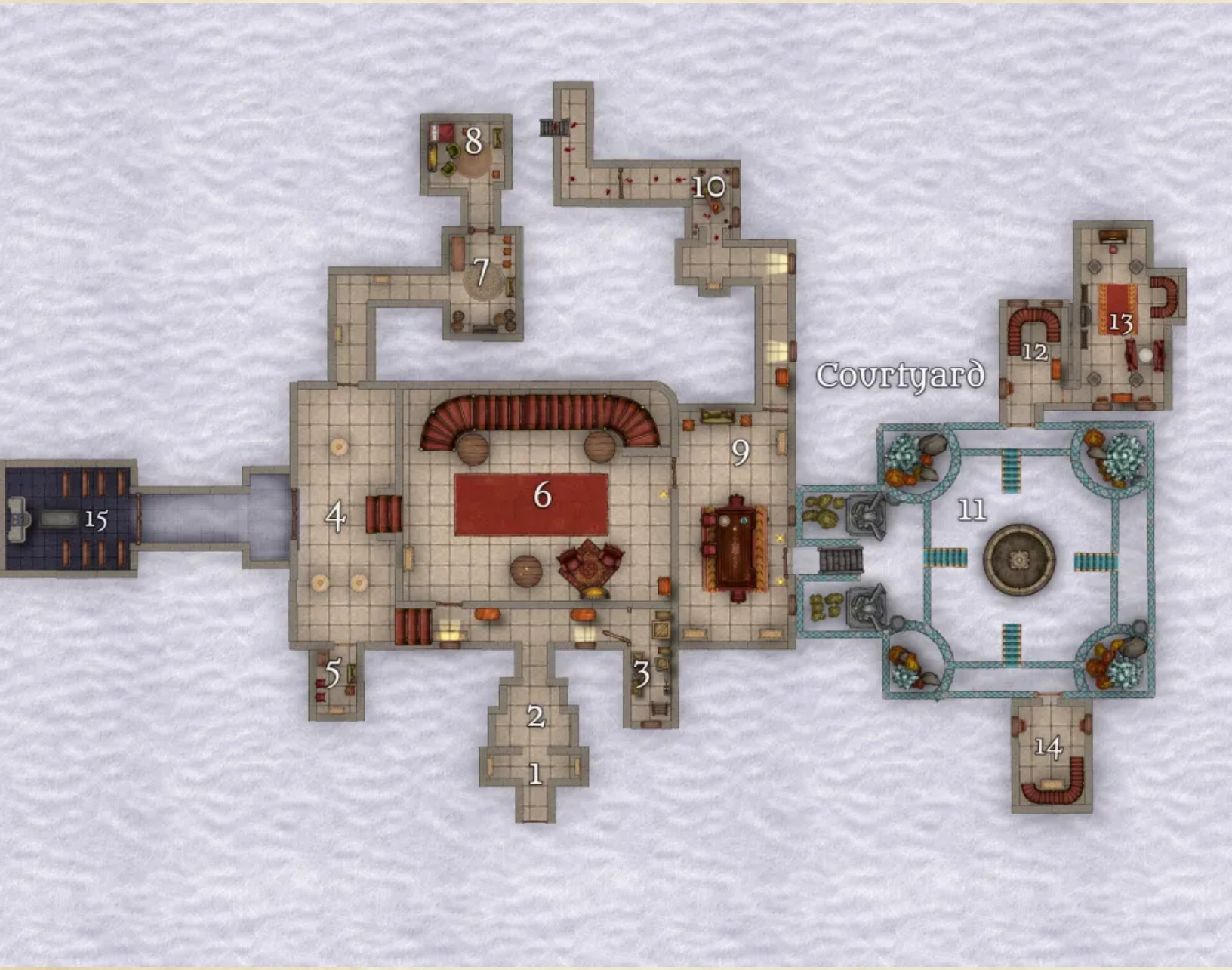
The sword of Sergei is a +3 magical weapon with the ability to cast the *speak with dead* spell once per day and the *resurrection* spell once per year as well as Turn Undead three times a day.

Turn Undead cast from this blade destroys undead below level 4. It also has a chance to reverse the effects of undead on creatures who are willing to be cured. At the end of each of the target's turns, the target must make a Wisdom saving throw. If the target succeeds on three of these saves, it is not turned, and the spell ends. If the target fails three of these saves, the target begins to revert back to a living creature.



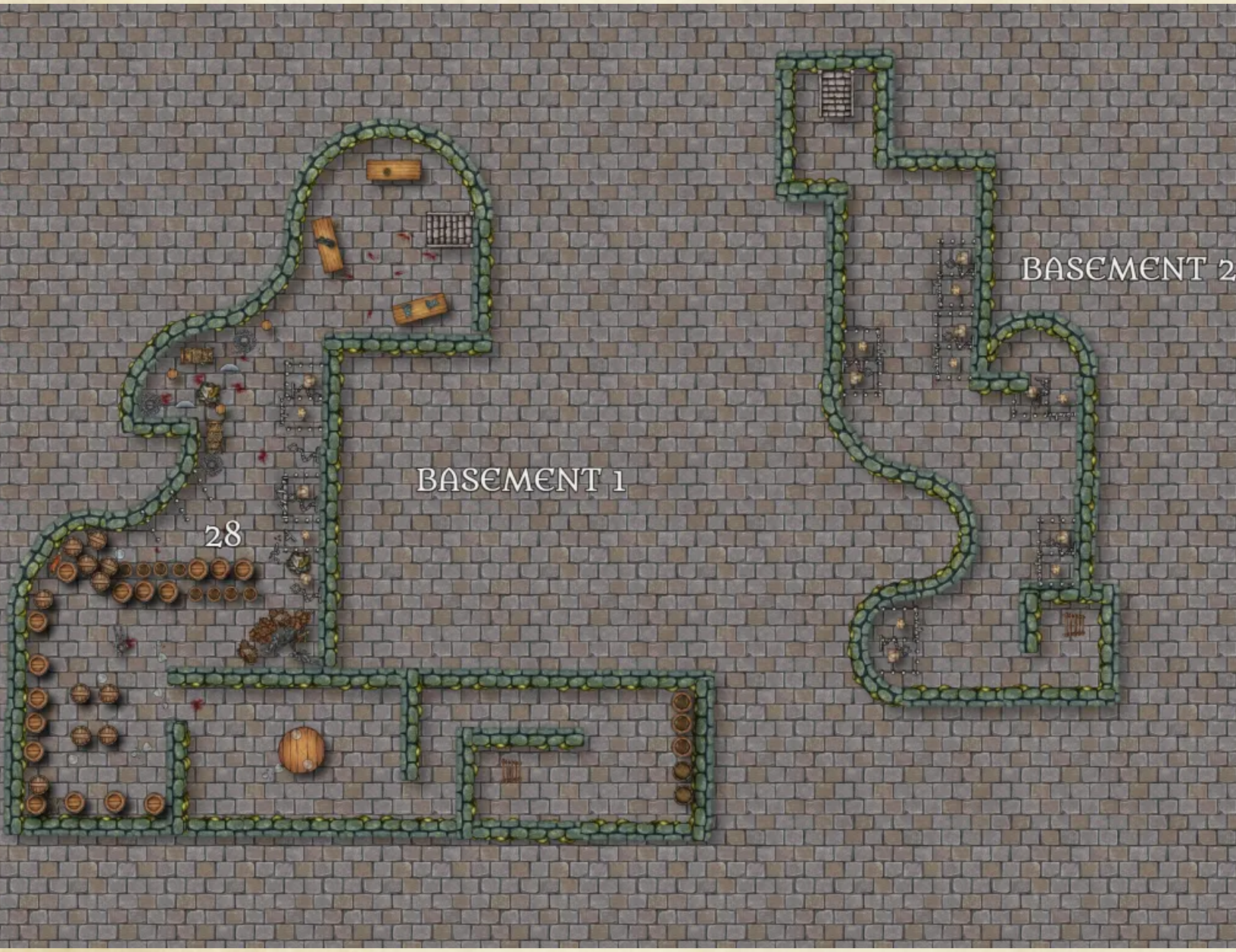
Appendix C: Maps

Castle Kolyana First Floor



Castle Kolyana Second Floor

Castle Kolyana Basements



Thanks and Acknowledgements

Escape from Castle Kolyana was written and edited by Scott and Ashley Roepel (Tal & Ru).
Document was designed using Homebrewery.
If you enjoyed this product, please let us know! We are always looking to chat about D&D and other roleplaying games.

Connect with Us

- Twitter: @TalAndRu
- Instagram: @talandrutravels
- Website
- Thread of Souls book series

About Us

We are a husband and wife team of travelers and creators. We write fantasy books based around our D&D games. We also create DM's Guild content and digital products. We are very active on social media and keep up a blog on our website about games, our travels, and reviews.

Where have all the spiders gone?

Labeled as a heretic and punished by his cult, **cleric Taliesin** knows answers are his only redemption. He crosses paths with **warrior Ruuda**. On the run from her city's caste system because she is Unblessed, she wants to take her revenge on the one responsible.

But as the two explore a vast world of arcane ruins, deep dungeons, and powerful cities, an evil grows. **Two cults seek to unleash their gods upon the world**. Unlikely allies are made in a druid struggling to find purpose, a thief hunting an interplanar monster, and a young mage uncovering historical secrets. Taliesin and Ruuda find themselves at the foreront of **a battle against darkness where their souls are the prize.**